

60: Setting unit  
70: Web browser activation unit  
200: Page  
201: Window  
211: Toggle button object  
212: Label object  
213: Button object  
214: Image label object  
215: Text object  
216: Ten-key object

4. Claims:

Claim 1

An input device, which has a graphical user interface and which accepts, as entries, the manipulation by a user to an input screen of a display device, comprising:

    a browser; and  
    an application system for controlling an object used for input,

    wherein an input screen is formed using both an image that is displayed on said display device by said browser and said object that is displayed on said display device by said application system, and

    wherein said application system performs a process in accordance with an operation performed by said user relative to said object, and also instructs said browser to interact with a process corresponding to said operation.

Claim 2

The input device according to claim 1, wherein said application system manages said object using the unit page that is set in accordance with a specific entry; and wherein, when said user enters a request to display another page, said application system displays objects in accordance with said unit page, and instructs said browser to change an image displayed by said browser.

Claim 3

An input device, which has a graphical user interface and which accepts, as an entry, the manipulation by a user to an input screen on a display device, comprising:

an object definition file for defining a function for an object used for input and a display form of said object used on said display device;

an object window on said display device in which said object, as defined by said object file, is depicted; and

an event processor for detecting an event that has occurred in response to the manipulation of said object by a user, and for performing a process corresponding to said event.

Claim 4

The input device according to claim 3, wherein the location whereat said object is displayed is defined by a parameter included of said object definition file.

Claim 5

An interface preparation system for preparing a graphical

user interface that accepts, as an entry, the manipulation by a user of objects included on an input screen on a display device, comprising:

an object definition file for defining a function of an object for input and a display form for said object depicted on said display device;

an object window in which said object is depicted on said display device as is defined by said object file; and

an event processor for detecting an event that has occurred in response to the manipulation of said object by a user, and for performing a process corresponding to said event,

wherein said function of said object and the description of said display form for said object are written in said object definition file for each unit page that is prepared in accordance with a specific entry, in order to design said input screen.

Claim 6

The interface preparation system according to claim 5, wherein said object definition file defines, for each object, said function and said display form of said object by using a specific format that includes information for specifying a page whereon said object is arranged, information indicating the type of said object, and information concerning the location of said object.

Claim 7

The interface preparation system according to claim 5,

wherein said object is displayed for each page in said object window, and wherein said event processor performs a page switching process for deleting a page displayed in said object window and displaying the next page.

Claim 8

The interface preparation system according to claim 7, further comprising:

a browser for displaying a predetermined image on said display device; and

overall control means for permitting the page switching process performed by said event processor to interact with the switching of a page displayed by said browser.

Claim 9

A data processing system for accepting, as an entry, the manipulation by a user to an input screen on a display device and for performing a corresponding process, comprising the steps of:

using a browser to display an image on said display device, and to form an input screen by combining said image and an object used for input that is controlled by a process separate from said browser;

detecting an event that has occurred as a result of the manipulation of said object by said user; and

performing a predetermined process in accordance with said detected event, and permitting said predetermined process to interact with said browser.

Claim 10

A storage medium which stores a program, which can be read by an input means of a computer and instruct said computer to perform:

a process for reading a definition for an object, given on a desired page extracted from an object definition file, which defines a function of said object, and a display form for said object on said display device for each page that is set up in accordance with specific input;

a process for displaying said object on said display device in accordance with said definition that is read;

a process for detecting an event that has occurred as a result of the manipulation of said object by said user; and

a process that is performed in accordance with said event.

Claim 11

The storage medium according to claim 10, wherein said process for displaying said object includes a program for permitting a browser, mounted in said computer, to display a predetermined image, and for preparing said input screen by combining said object with said predetermined image.

Claim 12

A program transmission apparatus comprising:

storage means for storing a program that permits a computer to perform

a process for reading a definition for an object of a desired page from an object definition file that

defines a function of said object and a form of said object displayed on said display device for each page that is set up in accordance with specific input,

a process for displaying said object on said display device in accordance with said definition that is read,

a process for detecting an event that has occurred as a result of the manipulation of said object by a user, and

a process that is being performed in accordance with said event; and

transmission means for reading said program in said storage means and for transmitting said program.

**Claim 13**

The program transmission apparatus according to claim 12, wherein said process for displaying said object includes a program for permitting a browser mounted in said computer to display a predetermined image, and for preparing said input screen by combining said object with said predetermined image.